



CHILLER



THE GAME

CHILLER

It is a night full of dark foreboding. You are frightened – both for yourself and for your loved one, who is imprisoned in a haunted house some distance away. As your car approaches the forest, it coughs to a halt and the engine dies. You have run out of gas

Your first task, therefore, is to make your way on foot through the perilous forest. If a ghoul, zombie, ghost or bat touches you they will drain your energy. You can walk, run or jump, each requiring progressively more energy. You can boost your energy by eating the mushrooms growing in the forest. (Beware of those mushrooms which turn out to be poisonous toadstools.) Your only chance of leaving the forest is by collecting ALL the magic crosses.

The dangers multiply on successive screens. The second is a cinema on the edge of the forest where more ghouls await you.

The third is a ghetto, the fourth a graveyard and the fifth the haunted house where your girlfriend is held captive. But your perilous task is not over yet.

When you have rescued her, you must take her away from the evil undead and once again run the gauntlet of the ghouls, ghosts, bats and zombies back through the graveyard, the ghetto, the cinema and the forest, with its horrible denizens attacking you in different and unexpected ways back to the safety of your car. To do this you will need to switch control between the boy and the girl, the current player is indicated by the border colour. The girl must collect the red magic crosses and the boy must collect the blue ones.

CONTROLS

JOYSTICK in Port 2.

Left, Right

Up = Jump

Fire = Switch Players

KEYBOARD

Z = Left

C = Right

Shift = Jump

? = Switch Players

*You can only SWITCH PLAYERS on the Return journey.



© MASTERTRONIC LIMITED 1984